

USER MANUAL

TABLE OF CONTENTS

1) Introduction	2
2) Getting Started	3
• System Requirements	
• Installation	
3) Main Menu	5
• Functions of the Main Menu	
4) Gameplay	10
• Basic Game Interface	
• Movement	
• Controlling Rynn	
• Controlling Arokh	
• Camera Control	
• Combat Tips	
5) Items	19
• Item Overview	
• Rynn Items	
• Magic Items	
• Arokh's Arsenal	
6) Multiplayer	25
• The Three Game Types	
• Playing a Multiplayer Game	
• Internet Play on MPLAYER.com	
• Dedicated Server	
7) Troubleshooting	29
8) World of Draken	31
• History	
• Characters	
• Bestiary	
• Lore	
9) Credits	42

“... and from the ashes of the Old World, another breed of man will be born. A man born in peace and not in war. And to his kin, the teachings of the Order will be as a myth.

The sacred pact ‘twixt Dragon and Rider forgotten,
dormant in time.

Yet fear not, for when the darkness is once again made flesh,
The Order will ride again, delivering righteous fire from the sky...”

— From the Sayings of Rimril,
Fourth Archmage of the Order



INTRODUCTION

Welcome to the world of Drakan.

Throughout the game, you control Rynn, the warrior-heroine, and guide her through an epic quest. Eventually you will meet Rynn's dragon companion, Arokh. He's a powerful ally who will serve you well.

This manual is designed to assist you as you play the game. However, exploration and discovery are a big part of the world of Drakan, so there is much you will have to learn on your own as you play.

The manual is organized into the following sections:

Getting Started outlines basic installation and how to get the game running. After that, the **Main Menu** section explains the basic functionality of the initial interface.

To learn about how to play Drakan, turn to the **Gameplay** section of the manual.

The **Items** section details many of the large variety of weapons, power-ups, and quest objects you will encounter while exploring the game world.

Multiplayer contains a complete step-by-step rundown of how to set up a network game of Drakan over the Internet or via local area network.

The **World of Drakan** section is an in-depth biography of the characters, places, and legends of this exotic realm.

Technical problems with installation and playing Drakan can be solved in the **Troubleshooting** section at the end of the manual.

Be sure to also check the **Readme** file on the CD for any late additions to this **User Manual**.

GETTING STARTED

Drakan requires a 3D accelerated video card or add-on 3D accelerator card. Before installing Drakan onto your hard drive, it is recommended that you ensure that you have installed the latest drivers for your 3D accelerator card. Updating drivers often resolves many issues even before installation, so we strongly suggest keeping your video driver current. We have included "reference" drivers for a variety of cards on the game CD. These have been tested to work correctly with Drakan. If your card's drivers are not on the CD, please go to the website of your card's manufacturer and download and install the latest drivers for your particular card. For a complete list of supported video and audio hardware, refer to the file README.TXT on the game CD.

System Requirements

Drakan requires at least a Pentium 166, with 32 megabytes of RAM, 300 MB of hard disk space, Direct X 6.1, and a Direct3D-compatible 3D-accelerator card. Drakan will function with any Win 95 / 98-compatible 16-bit soundcard, mouse, and keyboard. Drakan also supports most joystick and gamepad devices, but they are not required.

Recommended System

To get the best experience playing Drakan, we recommend a Pentium 233 or above, at least 32 MB RAM, 400 MB hard disk space, and a second-generation 3D accelerator card like the 3dfx Voodoo 2® or nVidia® TNT-based card or equivalent. Drakan also supports 3D positional audio and environmental effects, but you'll need an Aureal® A3D-based or Creative Labs® EAX-based soundcard to take advantage of them.

Installation

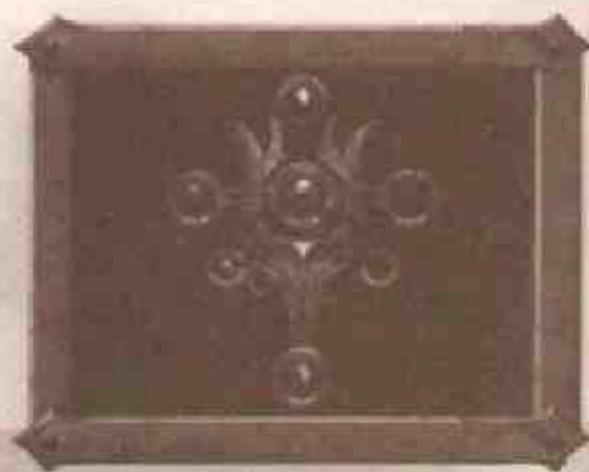
Insert the game CD into your CD-ROM drive. An introductory screen should appear with various options. If it does not show up, you can install the game directly by opening My Computer, and exploring the CD-ROM drive. You should see a program named AUTORUN.EXE. Double-click this file to begin installation.

Once on the splash screen, select "Install Drakan" from this list, and follow the prompts. The installation wizard will ask you where you want to put Drakan on your hard disk, and will automatically install DirectX 6.1, if you do not already have it.

When the copy procedure and installation is complete, you may play the game by double clicking on the desktop icon, or by running Drakan from the Start Menu. Hit the Start button, then go to Programs, Psygnosis, then Drakan. The first time you run Drakan on your computer, an Options Dialog box will come up which lets you select which 3D accelerator and sound card you want Drakan to use. Unless you have more than one of these, it is recommended that you use the default settings. Here you may also change some basic 3D graphics and sound options (see Options section under Main Menu). Click OK to play Drakan. To access this Options Dialog in the future, select "Drakan Engine Options" from the Start Menu.



MAIN MENU



Functions of the Main Menu

Once you have installed and run Drakan, you will see a short introduction sequence and then the main menu screen like the one at left. Here you can begin a new single or multiplayer game, load or save a game from disk, and change game options. Make your selection by clicking on any of the active gems. You can get to this screen at any time from the game by pressing the ESCAPE (ESC) key. The various functions here are as follows:

New Game

Click the gem labeled 'New Game' to begin a new single-player game.

Load Game

From this gem, you may access all of the games you've previously saved including the last "Quick-Save." Twelve different slots are shown at once, and you may scroll up or down to access the next row of games. Each slot contains the name of the saved game, and a small picture of the screen as it appeared when you saved it. Simply click on any of the slots to load the game.

Save Game

This gem allows you to save the current game at any time during play. Simply press the ESCAPE key to get to the main menu, then choose this gem. You will see the list of existing saved game entries. As with the load screen, twelve slots are displayed at once, but you may access more by scrolling up or down. You can either overwrite an existing entry, or choose the entry at the bottom of the list called New Save Slot to create a new saved game. Select the entry you want to use and type the name of the saved game. Hit ENTER to save the game and continue your adventure, or ESCAPE to cancel before saving. Along with the name you type, the system will also remember the date and time, as well as the level name. There is no limit to the number of games you may save, but each one takes up approximately 1-2 MB of space on your drive.

To delete a saved game, select it by moving the mouse over it, and then hit the Delete key on your keyboard. A message box will warn you that the game will be deleted.

Multiplayer

To begin a multiplayer game, click on the appropriate gem on the main menu. You will be taken to the multiplayer startup screens, where you can host or join a Drakan network game. For a complete explanation of these screens, and step-by-step instructions on how to begin a network game, see the Multiplayer section of this manual.

Options

This is the gem from which you can customize all the settings of Drakan. Click it, and you will be taken to the options menu. The four sections of this menu are represented by labeled gems at the top of the screen:

1. Commands

This screen allows you to completely customize the action keys and buttons. To change or add a key assignment, move your cursor over the desired key assignment box to the right of the command, and click on it. Then press the appropriate key, mouse button, or joystick button that you wish to use to perform that command or press ESCAPE to cancel. These changes are saved automatically when you leave the commands screen, and the new settings take effect immediately.

2. Controls

The Controls screen allows you to set various options for the input devices in Drakan (like mouse or joystick). Here you can change the movement sensitivity, reverse control directions, and enable various game control options.

Controller Sensitivity: Adjust this to set the sensitivity of both joystick and mouse movement. A lower setting makes the characters easier to control, but slower to react, while higher sensitivity gives a quicker response.

Enable Joystick/GamePad: Check this box to enable joystick or gamepad support. Most basic joystick buttons are bound by default in the Commands Options, but you may want to change these settings for your specific device. The joystick X-axis (horizontal) controls turning, while the joystick Y-axis (vertical) controls the pitch of Arokh and looking around with Rynn. If your joystick has a throttle, this can also be used to move Arokh forward and backward (as an alternative to using buttons).

Reverse Controller Y-Axis: Defaults to OFF. Enabling this option causes down to pitch down and up to pitch up, instead of the default which is similar to airplane or flight simulator movement.

Fixed Camera: This controls how the camera reacts when it collides with walls or object in the world. It differs from the normal camera motion by stopping the camera when it gets into tight situations.

Always Freeloop With Rynn: When controlling Rynn, this option forces freeloop to be on all the time. This means that the Y axis (pitch) of the mouse or joystick controls Rynn's view up and down.

Automatic Dragon Mounting: If this option is not checked, you must press the Dragon Action key to mount Arokh. Otherwise, simply moving near the dragon will cause Rynn to mount him.

3. Graphics

Maximum Fog Distance: This is a percentage value that controls your viewing distance. Reducing this number can speed up your performance, at the cost of visibility into the distance.

Brightness / Gamma: This controls the amount of gamma correction (light level) in Drakan. Use the slider to adjust the brightness. If this feature is greyed out, Drakan cannot control this setting.

Resolution: This sets the screen resolution for the game. Simply click to cycle through your available resolutions. The screen will not change resolutions until you leave the graphics options screen. A message box will alert you that the screen is about to change.

Color Depth: This sets the number of visible colors on-screen in the game. Some cards only support one color bit depth for 3D acceleration, so this option may be disabled. As with Resolution, the screen will not change until you leave the graphics options screen.

Real-time Shadow Quality: This controls the display of shadows of the characters in the game. If you're having performance problems, you might want to try setting this to "Rynn and Arokh only" or "Rynn Only". This can help performance some, though other creatures will no longer cast shadows.

Amount of Dynamic Lights: This scales the number of lights that affect the characters in the game. This option also determines whether effects such as fireballs will cast light. As usual, setting this to fewer lights will lessen the impact on performance.

Texture Filtering: This setting affects the look of textures when you are close to them. Refer to the documentation for your 3D hardware to determine the best method for your card.

Detail Textures: Enabling detail textures allows the Drakan engine to blend the low-resolution textures on objects with sharper, more detailed ones when you get very close to them.

Anti-aliasing: This is the 'smoothing' effect, which some 3D cards can place on in-game textures. Turning it off can aid performance. Most older 3D cards do not support this option and therefore it will most likely be disabled.

Lens Flare Effects: The lens flare is a special effect which appears on some weapons and spells or when you look into the sun. Turning it off may save resources on a slower machine. This will be disabled on 3D cards that do not support this effect.

Weather Effects: These effects can decrease performance on some machines. You may enable or disable them.

Text Adjustment: If you have a one of the original "Voodoo Graphics" cards (i.e., Voodoo1), select "Shifted" to clear up text rendering.

Gore Level: This controls the amount of violence and gore depicted in the game.

Dragon Crosshair: When this feature is enabled, a small crosshair appears at the location where the dragon will fire.

4. Audio

Here you may alter the volume of in-game sounds and background music. Use the sliders to adjust volume levels. To enable or disable 3D sound or 3D audio extensions like A3D (Aureal sound cards) or EAX (Sound Blaster Live sound cards), go to the "Drakan Engine Options" dialog from the Windows Start Menu and select the Sound tab. If you have hardware that supports 3D audio extensions, Drakan will enable them by default.

Credits

Here you can view a list of the good people who brought you Drakan Order of the Flame.

Quit

Exits the game.

Basic Game Interface

Drakan is played almost entirely from the third-person point of view, the primary way in which you interact with the world. The screen at right shows the player point of view in Drakan.

Health and Damage

The large orb on the lower-left corner of the screen indicates the player's current health. When it is entirely red, the player is at full health. The amount of red in the orb will rise as you heal and fall as you take damage. Since Rynn is bonded with Arokha, the indicator serves for the both of you. Damage dealt to either Rynn or Arokha is subtracted from their combined total health. Since Rynn and Arokha share the same soul, one will die if the other dies, ending the game.

The Inventory

The screen at right shows the inventory interface in Drakan. If you hit the inventory key (the default is the END or I key), two panels will slide onto the screen and Rynn will spin around in place to face you. From here, you can manipulate the various items that you have collected along the way. You cannot bring up the inventory when Rynn is swimming or flying on Arokha. The inventory panel is a grid of box-shaped spaces, and each item or weapon you acquire will take up a certain amount of space and have a particular shape. The inventory can only hold a certain amount of items, so be careful to manage your space. For more information on the various inventory objects in Drakan, see the Items section of the manual.

To select an item, left-click on it. A red line will outline the currently selected item. By selecting an object in the inventory, you can examine its name and other information in the small window at the right side of the screen. To equip Rynn with an item, click and hold the left mouse button while dragging the item anywhere onto Rynn's body. Release the mouse button to complete the operation. You can also move items around the inventory in the same way. A shortcut to equipping an item is to right-click or double-click on it in the inventory. Items that you no longer need can be discarded by dragging them into the world (anywhere in the spaces to the left and right of Rynn). The dropped object will fall to the ground and can be collected again if needed.



STARTING
POINT OF VIEW



INVENTORY

Some items in Rynn's inventory can be used without going to the inventory screen. Some items can be accessed from outside the inventory using hotkeys. To quickly cycle through the available weapons, press the bracket keys ('[' and ']'). To quickly find and use a health potion in Rynn's inventory, press the 'H' key.

Movement

The following is a list of default game controls for Drakan. For a handy chart of controls and key combinations, see the Quick Reference Card that was included in your game box.

Controls

Action	Key
Forward	E or Up Arrow
Backward	D or Down Arrow
Strafe Left	S or Left Arrow
Strafe Right	F or Right Arrow
Crouch, Descend, Dismount (on ground)	G or Right Control
Ascend/Jump	T or Right Shift
Directional control (up, down, left, right)	Mouse
Sneak	Left Shift or Keypad 0
Fire/Attack	Left Mouse Button
Alternate Attack	Middle Mouse Button or Keypad 1
Cycle Available Weapons	'[' and ']'
Free Look	Right Mouse Button
Activate / Use	Enter
Inventory	End or I
Use Health Potion	H
Open Map	Tab
Quickload	L
Quicksave	Q
Call, Mount, or Dismount Dragon	/

Controlling Rynn

Moving Around

The keys control Rynn's movement, while the mouse controls her orientation. Move the mouse side-to-side in order to change the direction she's heading. Quick mouse motions will make for sharper turns, while subtle ones will make for more gradual alterations in her course.

Crouching and Jumping

By using the crouch and jump keys, you can execute all manners of Rynn's ground maneuvers. The Jump key allows Rynn to leap into the air, either from a standing position, or while running. The Crouch key ducks Rynn into a low squat, from which she can roll or attack.

NOTE: "+" indicates that the commands are to be executed simultaneously.

Jumping Moves

Running Leap	Forward + Jump
Left Flip	Left + Jump
Right Flip	Right + Jump
Backflip	Back + Jump
Forward Flip with Reverse Spin	Sneak Key + Jump

Crouching Moves

Forward Roll	Crouch + Forward
Backward Roll	Crouch + Back
Left Roll	Crouch + Left
Right Roll	Crouch + Right

Picking Up Objects

You will come across weapons, armor, potions, and many other items in Drakan that Rynn can pick up and place in her inventory. If an object is on the ground, simply walk over it and the item will automatically go into the inventory. If an item is at Rynn's waist level or above, Rynn should grab it instead. To do this, move Rynn near the item and face it, then press the USE key (default ENTER) and Rynn will reach out and grab the item. The item will appear in the inventory. Not all items you discover can be picked up, and some items are out of Rynn's reach.

Object Interaction

Rynn can interact with some objects in the world such as levers, switches and keyholes. To use levers and switches, press the USE key (default is ENTER) when Rynn is up close and directly facing it. Keyholes require you to have a key or magic item that opens the lock. If the key is in your inventory, simply place the item into Rynn's hand and walk up to the lock. The key will then appear in the lock, and you will be able to open the door. Alternately, Rynn will automatically pull out the key and insert it when you try to "use" a keyhole. To do this, move Rynn up close, face the keyhole, and press the USE key.

Dialogue / Cutscenes

Occasionally, you'll come across a person who has more to say than a mere battle grunt. In order to activate dialogue (or any other kind of cutscene) you need only move close enough to the person or creature. The cut-scene will then take over and play out the conversation accordingly. Your control of Rynn and Arokh will resume at the conclusion of the cut scene.

Swimming

When you move into water too deep for Rynn to wade through, she will begin to swim. Use the mouse to control her direction and the Forward key to move ahead. By sliding the mouse up and down, you can aim Rynn toward the surface, or toward the bottom. While swimming, a breath meter

will appear at the right side of the screen that indicates how much remaining oxygen she has. When the oxygen is depleted, Rynn will drown. To tread on the surface, aim Rynn at the surface and move forward until Rynn's head is above the water (you can then release the forward key).

Attacking / Combat

Most creatures in the game are hostile. To attack a creature, you must face it by aiming Rynn at it with the mouse. Ready a weapon through the inventory or a hotkey, and press the attack key (default is the Left Mouse Key). For this basic attack, Rynn will swing the currently held weapon in an arc ahead of her. Rynn can execute this attack at almost any time: while running, jumping, and crouching. While in free-look mode, you can aim the attacks up and down somewhat by moving the mouse forward and back. To enter free-look mode, press and hold the Right mouse button. Free-look mode can be turned on all the time by checking this option in the Control Options Screen.

Attacks

Using various key combinations will make Rynn execute different attacks. Some combinations are made using key "taps." To execute a tap, quickly press and release the given key or keys, then press the attack button.

NOTE: "+" indicates that the commands are to be executed simultaneously.
"," means execute them sequentially.

Cut to the right	Left Strafe + Attack
Cut to the left	Right Strafe + Attack
Piercing Thrust	Tap Forward, Attack
90° right turn plus 360° spin attack	Tap Left, Tap Forward, Attack
90° slash, right	Tap Right, Tap Forward, Attack
360° spin attack	Tap Back, Tap Forward, Attack
180° reverse attack	Tap Forward, Tap Back, Attack
Jump attack	Jump, Crouch, Attack

Bow & Arrow

A unique attack-mode occurs when you acquire a bow. When you equip Rynn with a bow, an arrow counter will appear in the right bottom area of the screen. In normal (third- person) view, pressing attack will cause an arrow to be auto-aimed and fired at a creature near the center of the screen. The alternate-attack key zooms you into a targeted first-person view, from which you can take accurate shots. Tapping the alternate-attack key again returns you to the normal view.

Controlling Arokh

Mounting and Dismounting



In order to mount Arokh, you can call him to your side using the Dragon Action key (default "/" key). When Rynn moves close to the front of Arokh, she will automatically mount him. You can optionally change this behavior so that Rynn will only mount Arokh when the Dragon Action key is pressed near him. Go to the options screen under Controls to enable this. You can dismount Arokh at any time when he is on the ground (landed) by pressing the "/" or CTRL keys.

Moving Around

Arokh's airborne control set is very similar to Rynn's, with a couple of exceptions. Up and Down movement comes into play. Rynn's Jump (default Right SHIFT) and Crouch (default Right CTRL) keys become the Ascend (up) and Descend (down) movement while flying Arokh. To take off from the ground, press the Ascend key. To land, hold the Descend down key until Arokh lands. Note: Arokh can only land on flat areas and not in water. Once in the air, you can move forward in the four directions by pressing and holding the forward directional keys; releasing it stops Arokh. He will hover in mid-air when you are not using a movement key. Use the mouse to turn him, and to aim him up and down. Flying Arokh freely over the landscape is easy. Simply hold the Forward key down while using the mouse to move Arokh in the direction you wish to go. It is possible to control a lot of his movement strictly through the mouse, but the Up and Down keys may be used for much more decisive climbs and drops. You should also use the strafe right and left keys to dodge enemy projectiles.

Attacking / Combat

The first attack you will have for Arokh is the ability to breathe fireballs. To breathe fireballs, hit the Primary Attack key as you would to make Rynn attack and Arokh will fire off orbs of burning flame. You must keep watch on Arokh's Attack Energy meter, the golden orb in the lower right corner of the screen. It recharges swiftly, but if it gets too low, Arokh will not be able to blast anything until you let him recoup a bit. Every weapon Arokh finds in Drakan has an alternate attack as well as a primary attack. Press the alternate-attack key to cause him to fire the alternate version of the current breath weapon, which usually uses more power. With fire breathing, this brings forth a continuous stream of flame. Keep in mind that Arokh can acquire other breath weapons, and you can switch weapons with the '[' and ']' hotkeys. Also, when Arokh is close to enemies and he is on the ground (landed), he will automatically do a biting attack. See the Quick Reference Card for details. For a description of all dragon attacks, see Dragon Arsenal in Chapter 5, Items.

Camera Control

Included in the control set is a feature called Freelook, which allows you to swivel the view around Rynn within the game world. This is good for looking high above you or way down a cliff below you. This is an important feature because it also allows you to aim Arokh's attacks while standing, hovering and flying, as well as to aim arrows and to swing Rynn's sword high and low while on the ground. For Rynn, you also have the ability to turn this feature on full-time, similar to the mouse look of many other action titles.

Combat Tips

General

First, remember that many of Arokh's attacks have alternate methods of fire. Similarly, many of the more exotic weapons that Rynn can use also have another type of attack. Keep the alternate-attack command bound to a key you'll remember, as you may be surprised with a destructive effect!

Also, keep in mind that there are many enemies in the world of Drakan that you cannot simply fight head-on. Be crafty, keep an eye out for flying projectiles, and look around your environment for objects you can use against your foes. A rolling boulder does wonders for flattening a charging line of irksome Orcs...

There are also multiple damage types, both for dragon attacks and any enchanted melee weapons you might come across. Keep in mind that some enemies have these as well:

Fire - Spreads quickly, and burns over a period of time. If you attack with a fire weapon, they'll take initial damage from the hits and then take some continuous damage afterward.

Ice - With enough successful ice attacks on a creature, you can freeze them solid, then shatter them with a different weapon.

Gas - Gas attacks create a poisonous cloud that damages creatures when they pass through it. With a direct hit, a clinging cloud of poison will follow your hapless foe around.

Lightning - Lightning will snake about, literally seeking out your foes. The lightning bolt will sometimes conduct through multiple enemies in a single strike!

Lava - The deadliest of all dragon attacks, lava causes the most damage and covers the widest area when it makes contact.

Rynn

Rynn is not a brawler. She wins a fight through her skill, speed, and agility. So tip number one is simply to get out of the way! You will face all manner of creatures, many of whom are much stronger than you and will inflict terrible damage if you allow them to hit you. Dodge, jump, duck and run. Cut your foes apart and leave them in giblets before they can turn around to punish you.

Use the "sneak" control. Rynn will inflict double damage to enemies when she catches them unaware of her presence.

Rynn has several combination moves, which can come in handy when used at just the right time. She can thrust, whiricut and even execute a devastating jump-slash attack. Learn these and keep them on hand for when you're in trouble.

Weapons can break (as you'll read about later in the Items section) so keeping a good supply on-hand is absolutely vital.

Armor can be the difference between life and death. Wearing a suit of armor will greatly reduce the damage you take.

Thin out the ranks. When you are assailed by multiple foes, try to lure them away individually where you can work your cold-steel justice on them without their friends bashing your pretty little head in. And when all else fails, try to run back to Arokh ... he tends to make short work of anyone who would hurt you.

Arokh

Dodge and weave. The secret to air combat is maneuverability. When you have three or four demon-spawned flying creatures bearing down on you, the best you can do is to dive, swoop and strafe your way into an advantage of some sort. Watch out for ballistas! These giant Ore-marred crossbows can make very short work of you, so be careful, and take them out one at a time.

Leave no enemy unattended. If you're flying along and you see several creatures milling about, barbecue them. Chances are, if you don't destroy them now, Rynn will have to contend with them on foot at a later time.

Item Overview

Draikan is a large world, and throughout your travels you will discover all manner of artifacts, potions, arms and armor. Each item has particular characteristics that you should take note of. For example, each weapon varies in the damage it deals and in how much it weighs. So Rynn may deliver more damage with a heavy sword but she may also swing it slower. This section is intended to familiarize you with a sampling of the various objects you may come across. Keep in mind, this is just a sample. There is a large variety of magical derivations available so just keep your eyes open!

Item Statistics

As noted in the Inventory section, selecting a weapon in Rynn's inventory gives you a list of the statistics for that weapon. These represent the various attributes of the item. They are as follows:

Damage: This is the number of health-points that the target creature loses when struck with this weapon. Each successful strike does an amount within the damage range displayed. Various weapons have very different damage values, so you'll have to inspect them in order to determine the best choice.

Durability: This is a numeric value that represents the amount of wear the item has suffered, and how much more it can take before breaking. An example would be 35/50. The 35 represents the amount of durability the item has left, and the 50 is the total amount it had when new. You will find both armor and weapons of various durabilities in Draikan. The durability of a weapon will go down one point for every swing that hits something (bows go down one durability point for each arrow shot). Armor's durability will decrease by one point for any damage that is inflicted.

Magic Charges: Many of the items in Drakan are enchanted in some way. When you examine a magical weapon, you'll see an icon representing the type of enchantment and the number of charges it currently possesses. To activate an item's magical effects, press the alternate attack key. Since these do run out, use them wisely.

Armor Piercing: If a weapon is armor-piercing in nature, then all damage done by it is unaffected by any armor your target is wearing (i.e., damage from your attack is not reduced by the creature's armor). This characteristic is represented by an "AP" shown next to the Damage statistic.

Rynn Items

Weapons

There are over 50 different weapons in the world of Drakan. Here are a few of the most common ones you will use.

Short Sword

This is the basic starting weapon. It does minimal damage, and is about two and a half feet long. Short swords are double-edged and can be swung fairly swiftly.



Long Sword

Typically about three feet long, the Long Sword is a great balance between range, damage and speed.



Scimitar

The Scimitar is an eastern weapon that curves steadily from the hilt all the way down the wide blade. It is perfect for drawcuts and slashing attacks. The Scimitar is all about speed, and while it does less damage than larger blades, the sheer number of attacks Rynn can deliver tends to make up the difference.



Greatsword

The Greatsword can be up to five feet long and inflicts incredible damage with a successful strike. It is of low-medium speed, but has a fantastic striking range and can truly decimate weaker opponents.





Mace

Aim at head and swing. That's the philosophy behind this metal club. Maces consist of a heavy, often spiked-metal ball on the end of a wooden shaft. Great for direct, formidable damage, though not as quick as some of the lighter weapons available.



Battle Axe

The ultimate example of speed sacrificed for raw damage potential. An axe is not subtle. Battle axes consist of a wide metal chopping blade on a wooden shaft. Slow but deadly.



Bow

Bows come in all shapes and sizes, and they are extremely effective for killing at a distance. All bows have slight auto-aiming abilities during normal usage, but are most effective when used with the 'alternate attack' button for zooming in on a target.



Armor

Leather Armor

Leather is the basic clothing that Rynn wears at the start of the game. It doesn't prevent a lot of damage so don't rely on it.



Chain Mail Armor

This suit of tightly woven steel links is effective against lighter blows. Chain mail reduces the damage taken from basic melee attacks quite well, but cannot prevent much elemental damage.



Scale Armor

Scale Armor is made of large metal scales. These will absorb a lot of damage, but if you get on the bad side of a giant, you're still dead.



Plate Armor

Made of interlocking pieces of solid metal, Plate Armor can absorb a great deal of damage.

Magic Items

Potions

Red Potion

This crimson colored vial of liquid is designed to allow the drinker some reprieve from the wounds of battle. It restores a decent amount of health.



Blue Potion

The blue potion is a rare concoction that restores a significant amount of health, almost twice that of its red cousin.



Potion of Invulnerability

This green colored draught covers the body of the drinker in a shining, mercury-like substance. This shifting liquid skin grants temporary invincibility to all attacks. A potent brew indeed. Use it wisely.



Potion of Invisibility

Upon downing this bright yellow substance, the user fades from sight. This is perfect for bypassing foes or sneaking into an area unseen. When you use one you'll see Rynn's body fade to translucency.



Crystals

Crystals allow you to cast spells. To use them, press the primary attack key.



Flame Crystal

This item creates an incendiary explosion, which pulses out in a fiery circle. Any creatures caught in this effect are hit for heavy fire damage. Try to use this when you're being surrounded. Flame crystals have a limited number of charges.



Lightning Crystal

This item sprays dancing streams of lightning in all directions, frying your enemies alive. Perfect for when there are hordes of enemies together since it will hit multiple targets at once. This is also effective against fast aerial creatures.



Ice Crystal

Use the Ice Crystal to unleash a sphere of wintery protection around Rynn. Whatever the sphere touches will incur damage and eventually freeze if exposed long enough. The sphere only lasts for around 30 seconds.

Quest Objects

Throughout your travels, you'll meet beings that require your aid, and send you on errands of a sort. Many times, this involves giving you a key, or other such activation item. Hang on to these as they are needed to progress!

Arokh's Arsenal

There are Arokh-specific objects as well. When a dragon (or another supremely powerful enemy) dies, a crystal formed of his essence appears near his slain form. This natural process is similar to the creation of a soul gem, the method by which a dragon and rider can be bonded. However, these crystals contain the very elemental substance that kept the powerful creature alive.

Another dragon, having slain the original beast, can claim this crystal and gain any powers associated therewith. Below is a list of the powers Arokh may acquire in your travels, or in a multiplayer match against other dragon riders.



Fire Rune

The Fire Rune allows a dragon the ability to launch fireballs, as well as a steady stream of flame.

Poison Gas Rune

Upon acquisition of this rune, Arokh can fire a cloud of poison gas. This will either hang in the air as a hazard to passersby or cling to the target on a direct hit. Damage is continuous over time, rather than all at once.



Ice Rune

With enough cumulative blasts of this attack, a foe will freeze solid. At this point, the foe has the durability of glass. A single subsequent strike from a non-freeze weapon will be enough to break him into little frozen chunks.



Lightning Rune

This ability generates a massive electrical charge in the belly of the dragon, then pours forth in dancing white bands. These tendrils of energy will snake about, seeking out your foes. The lightning bolt will sometimes conduct through multiple enemies in one strike! The alternate form of this weapon is a massive ball of lightning which strikes forth hundreds of separate bolts to the enemies near its path. This form of lightning weapon takes a tremendous amount of energy.



Lava Rune

This magical rune allows the dragon to breathe elemental magma. A ball of lava fires from the mouth of the dragon and then explodes into deadly chunks, searing foes all around. The alternate attack fires several smaller versions of these missiles simultaneously. Lava breath is a powerful attack, possessed by creatures born of intense heat.



Health Rune

There are health runes in the air at times, especially during Multiplayer. These are pretty obvious - they heal a portion of the damage you have sustained in battle. To use them, you simply fly through them.



The Three Game Types

Draukan supports competitive network games for 2-8 players where users can connect to a TCP/IP local area network (LAN), or over the Internet via the MPLAYER internet game service or via a dedicated server. There are three types of games incorporating ground and aerial-based action.

Melee Deathmatch

This game is for players who want to experience pure steel on steel. The rules of the Melee Deathmatch are simple - find weapons and eviscerate your opponents. When the game ends, the one with the most kills wins. As with all these games, you can play to a time limit or a kill count.

Dragon Duel

This is essentially a deathmatch on dragons. Dragon Dueling is all about picking up a good variety of breath weapons and blasting your opponents out of the air. The winner is the rider who has sent the most enemy carcasses plummeting to the ground, either when the kill limit is reached, or when time runs out.

Master of the Dragon

This style blends both swordplay and dragon flying into one game! All players begin the battle on foot. A dragon exists somewhere in the map, and the first player to approach it will become the Master of the Dragon. When she mounts the dragon, the other players had best watch out, because she's now able to fly and fire devastating attacks. Once a player has successfully claimed a dragon, the other players will likely have to band together in order to destroy the Dragon Master. The player who deals the killing blow to the Master then takes her place as the owner of the dragon and has her health restored to full. The game ends when either the kill or time limit is reached.

Playing a Multiplayer Game

Starting a Game

To start a multiplayer game, click the "Multiplayer" gem on the main menu.

Player Configuration Screen

Here you may select a name and appearance for yourself in the network game. There are a variety of skins for both the Rider and the Dragon. This is also the screen from which you choose either to join or host a game.

Internet Play on Mplayer.com

From the Internet, you can connect to a community of Drakan players and challenge them to a multiplayer game of Drakan. Mplayer.com is free of charge and provides an easy interface to chat with other players and participate in Internet multiplayer games.



- 1.) To connect to Mplayer.com, either select "Free Internet Play on Mplayer.com" underneath the Drakan Program Group or simply select "mplayer.com" from inside the Drakan multiplayer menu.
- 2.) The mplayer.com client software will launch you to a Drakan-specific area where you'll see information on Drakan and discover a host of players that will join you in a multiplayer game.

Hosting a Game

When you choose to host a game you become the server computer. You will see a number of different options on the screen that appears. They are as follows:

Session Name

This allows you to name your network game. When other players join your session, they will do so by selecting this name from a list.

Password

To protect your game with a password, enter it here. Players will need to know the password in order to join your game.

Number of Teams

Here you can designate the number of teams in the game. The maximum is 4.

Max Players

Enter the maximum number of players you want your network game to accept. The game's performance is affected by several factors: number of players, speed of your network connection, speed of the server and client computers.

Friendly Fire

In teamplay, this option lets you cause damage to your teammates from your own weapons.

Kill Limit

This is the number of kills one player must achieve before the round ends.

Time Limit

This is the amount of time the game will run before tallying individual kills and declaring a winner.

Choose Starting Level

This list at the bottom of the screen allows you to select which multiplayer level environment you want to start with for your game. Select the level in the list you want to play.

Once you have set the options you want, press Begin to start your game.

The game will now be visible to others on the network and they can join and leave your game in progress at any time. If you (the server) quit the game, the game will end for all players.

Joining a Game

To join a game, simply hit JOIN from the Player Configuration Screen (mentioned above). This will take you to a server selection screen.

Drakan will scan the network (LAN) for available servers and list them as it finds them. Drakan will also scan the Internet for available Internet games and list them in another color. You may add a custom Internet IP address of a Drakan server to the list by clicking the "Add Server" key. Once the game server you wish to connect to appears, select it from the list. If the game is password protected, enter the password in the space provided. Click "connect" to join the server. Once the level loads, you will enter the game and can begin playing.

Chat

While in the game, you can send messages to other players by pressing the talk key (default V). Type your message and press ENTER to send it to everyone in the arena. To send private messages, press the talk key twice (the text will change color), then press the bracket keys ([and]) to toggle through the names of players. If you don't press the bracket keys, the message will be sent to all the members of your team.

Dedicated Server

Drakan can be launched as a dedicated server that can sit unattended on the Internet. Players can join and leave the game at any point. For more information on how to launch a dedicated server, go to the Dedicated Server section of the README.TXT file located on the Drakan CD.

TROUBLESHOOTING

Problem: The game runs at a slow frame rate or the game stalls briefly.

Solution: Changing the following settings will improve your performance:

Under the Graphics Options:

- turn off shadows
- set texture quality to low
- turn off special effects
- decrease the fog distance

Problem: When the camera goes underwater or when some weapons explode, the screen appears solid blue (opaque) and I can't see anything.

Solution: Your 3D-card driver is out of date. You need to download the latest version or install the reference driver included on the Drakan CD in the Drivers folder. If this does not help, you can disable full-screen color filters in the Graphics Options screen.

Problem: The shadows look incorrect, text in the main interface is corrupted, or trees have a strange halo surrounding the branches.

Solution: Your 3D-card driver is out of date. You need to download the latest version or install the reference driver included on the Drakan CD in the Drivers folder for your particular card model. To find out what model you have:

- go to the Display control panel under Settings
- click the Advanced button
- choose the Adapter tab

Problem: Sound breaks up and is crackling.

Solution: Some older sound cards cannot handle the amount of data being processed by Drakan. Try adjusting some graphics settings to improve the game's performance so that more processing time can be spent on sounds. If

this does not help, you may need to upgrade your sound card to a newer model. You may also need to upgrade to a newer version of your sound card driver from the manufacturer's web site.

Problem: The game frequently stalls or jerks as I move around, especially when I just start or load a game.

Solution: Drakan relies heavily on hard-disk access while playing the game. If your hard drive is heavily fragmented, performance can be severely compromised. If you experience these kinds of problems, you should de-fragment your hard drive before installing Drakan. If you have already installed Drakan, first uninstall it (this will NOT delete your saved games, which are in the SAVE folder), de-fragment your hard drive, then re-install Drakan in the same directory. (Note: A brief pause due to music loading after a level loads is not unusual)

Problem: The colors appear very washed out, almost like there are very few colors on the screen.

Solution: Go to the Graphics Options screen and turn down the Gamma/Brightness setting. If this does not help, it may also be necessary to set the gamma values to "normal" in the settings of the Display Control panel for your specific video hardware.

Problem: The textures appear to "pop" darker closer to the camera, but are normal at a distance.

Solution: Your 3D hardware does not support the "Detail Textures" option. Disable this feature in the Graphics Options screen and restart Drakan.

For other technical support questions, see the README.TXT file included in the root of the Drakan CD.

HISTORY

The Origin of the Order

In the earliest times, Drakan was a world of chaos and endless struggle. If's many tribes and races were scattered, warring amongst one another in a vicious cycle of death and retribution. The two greatest races — the elder breed of Dragons and the younger tribes of Humanity — fought bitterly against one another. Where manisind encroached on the nesting grounds of Dragons, the great beasts razed human villages and scorched their croplands. And in further retribution, stealthy bands of men would seek to trap and kill lone Dragons wherever they could.

This madness raged for centuries, until at last, one tiny flicker of reason shone forth. High in the central mountains of the great continent, a lone tribe of men enacted an uneasy truce with the neighboring dragons. Through time, this peace grew into a mutual trust, and the two tribes began to work for their

common good. The strength of this alliance gradually spread to the surrounding regions, and the seeds of the first great civilization were sown. As a symbol of the greatest virtues of this society, the two races agreed upon the pact known as The Bond. Through the magic of an artifact known as the Dragonstone, the bravest and most noble of men would join their life essence to that of a single dragon, linking the two forever as one. These Bonded formed a loose alliance known as the Order of the Flame, serving as roaming protectors and arbitrators. The Order embodied the ideals of brotherhood and cooperation upon which their society was built.



Led by the gleaming example of the Bonded, the Order of the Flame rapidly spread its influence and philosophy throughout the continent, gathering the warring races and petty kingdoms into a single great nation. For generations, this peace held fast, enforced by the formidable dragon-riders. Freed from the constant threat of warfare, their scholars turned to the study of magic, devising potent spells to alter the very land around them and mold it to their needs. Nothing, it seemed, was unattainable.

The Betrayer

But, as in all times, there were those whose hearts held only hatred and darkness, those who longed to rule over others and destroy the Order of the Flame. Equality is by nature preventative to profit and superiority, so many were displeased with the Order's vision. Secret societies and subversive factions took shape, gradually building an invisible network of those opposed to the Order. The most malevolent of these groups would come to be known as the Dark Union - an alliance of the strongest and most influential of the Order's foes.

At last, it was a man called Navaros who would bring an end to this Golden Age. A War Mage of tremendous power and an honored member of the Order, Navaros was in truth a member of the Dark Union's inner council. Under Navaros' direction, the Dark Union had been conducting vile experiments in genetics and forbidden magic, deep in the trackless wildlands of the eastern frontier. The discoveries made in these desolate lands were kept hidden from the world, known only to Navaros and the Inner Council.



Impatient with the bickering of the Council, and certain that the time to move against the Order had come, Navaros took matters into his own hands. Through quick and bloody decision, Navaros crowned himself as supreme leader of the Dark Union, and set his plans for the downfall of the Order of the Flame into motion. Mounting his ancient dragon, Kaeros, he gave quiet instructions to each of his lieutenants, then disappeared into the eastern waste, not to be seen again for another ten years.



Navaros' brethren within the Order, unaware of his true nature, had mourned his disappearance and many had searched for him in vain. Ten years later, when he appeared on the steps of the great Dragon Temple, he was greeted with joy and disbelief. A meeting of the city's Bonded was hurriedly called so that all could hear Navaros' story and welcome his return. Navaros stood silently until the last of his brothers was seated. Then, with a grim smile, he uttered a Word of Power not spoken in over six hundred years and destruction rippled through the hall.

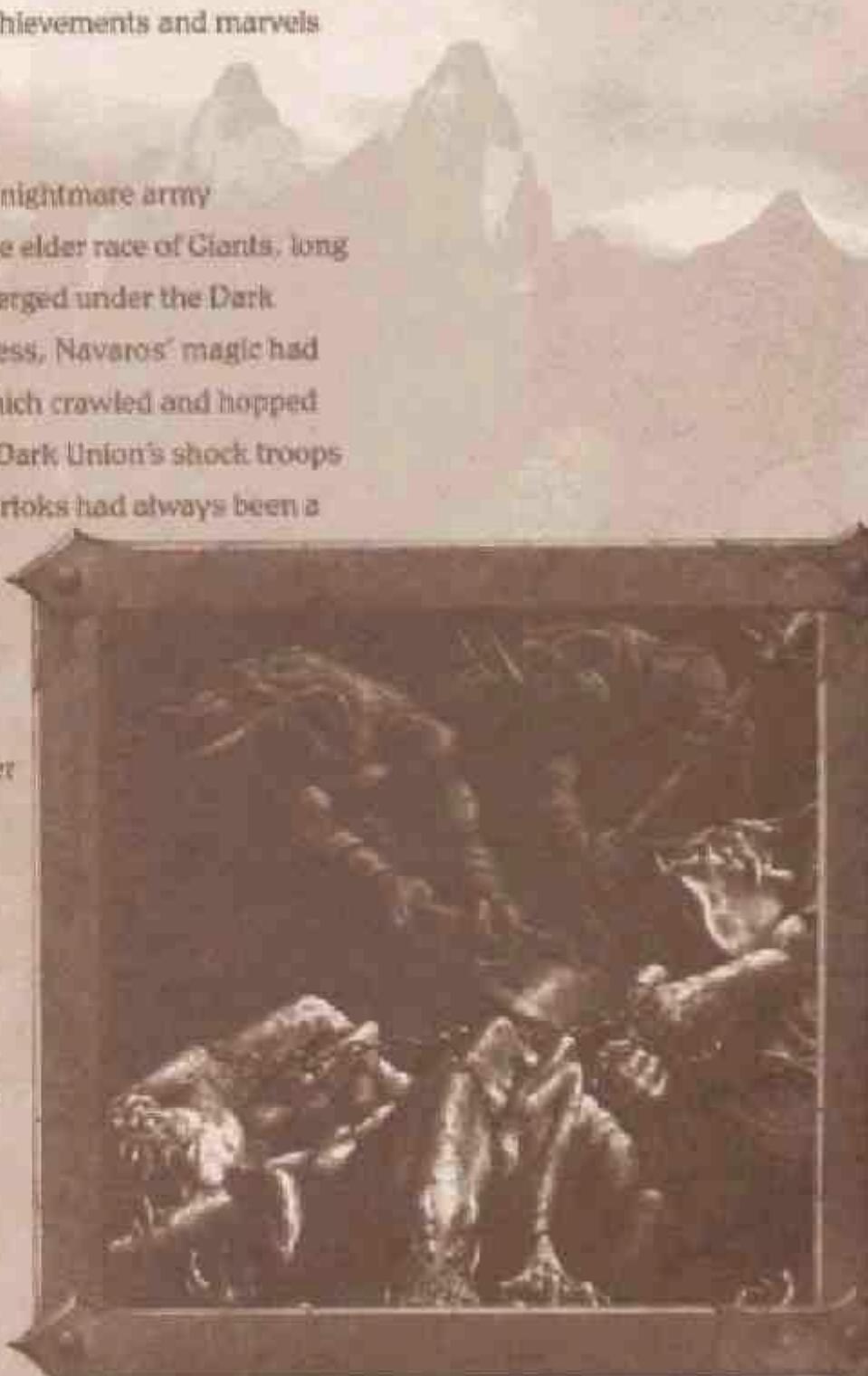
Outside, a dense fog had risen, blanketing the streets in a dismal mist. Blinding flashes of light rippled across the city, and streams of dark, hulking shapes poured from the alleys, laying about them with blood-clotted axes and great butcher's blades. Within minutes the streets were choked with the dead, and the air resounded with the bestial roars of the Dark Union's monstrous servants. By nightfall, the city was in ruins and the brightest minds of the Order lay sealed in the smoldering rubble of the Dragon Temple. The Dark Wars had begun.

The Armies Gather

As word of Navaros' treachery spread, the remaining cities rose up against him, and war engulfed the world. Everywhere the agents of the Dark Union streamed to Navaros' side, cutting a swath of treachery and murder. Among them were several of the Order's greatest mages and many of the Bonded. Spells of unimaginable destruction raged across the world, leveling cities and armies on both sides. One by one the great achievements and marvels of the Order's golden age were ground into dust.

In his years in the waste, Navaros had amassed a nightmare army strengthened by dark magic of his own design. The elder race of Giants, long driven into the wildlands and forgotten, had reemerged under the Dark Union's banner. From the creatures of the wilderness, Navaros' magic had produced legions of twisted and vile monsters, which crawled and hopped at his command. Most dismaying of all were the Dark Union's shock troops — the Wartoks. Never a part of the Order, the Wartoks had always been a primitive and volatile race, distant from the world of men, but not evil. Under the Dark Union's sorcerous influence, the Wartoks had grown bestial and murderous, their minds clouded with the lust for blood. It was the Wartoks, in wave after wave, which drove back the forces of the Order, until it seemed all would be lost.

Seeing victory within his grasp, and no longer content to share the reins of power, Navaros betrayed the Dragon, Kaeros. In a foul perversion of the ancient bonding ritual, he devoured the creature's soul, absorbing its body into his own. Now, grown monstrous and nearly invincible, Navaros prepared to lead his armies against the last remnants of the Order of the Flame.





The Last Stand

At the foot of Mount Tibor, the remains of the Order gathered for one final stand. In a last desperate hope, the surviving mages had invested their power in a single weapon: the Runeblade. Surrounded and outnumbered, the Order's only chance lay in this sword. The weapon was borne by the warrior Heron, and the dragon, Arokh.

As the armies clashed, Navaros entered a mystic trance, drawing power for a massive spell of destruction. The sound of the battle around him had become an unending roar of chaos, but he was undisturbed. With the stolen strength of his dragon's soul, Navaros had grown far mightier than any mage before him. Unimaginable forces filled him, dancing about his monstrous body like living smoke. As the words of destruction rose to his lips, a lone dragon came shrieking from the clouds, weaving amidst the streams of lightning and fire that flooded the sky. On Arokh's back, Heron gripped the Runeblade in both hands, and with one final cry, drove it deep into Navaros' blackened heart. All sound went silent somehow, in the moment of the act.

The tremendous forces Navaros had summoned were unleashed without direction, rippling across the field in jagged, searing bolts, which gouged and tore at the earth. The clash of swords was heard no longer, and blackness hung over the field. Only the low moans of the dying echoed in the gloom. When at last the smoke cleared, the two great armies lay decimated. Where Navaros had stood, a wound-like rip had been torn in the very fabric of space, its edges glowing and flickering with a dark and fibrous energy. In the smoldering crater below, Heron lay dead, the Runeblade broken in two at his side. In that blackened pit, only the dragon Arokh still clung to life.

The Order of the Flame was no more, but their enemies had been scattered. With the fall of Navaros, the Dark Union's hold on its bestial armies collapsed. Without the Order, survival became the world-imperative and thoughts of nobility were forgotten. Chaos spread across the land. Weary of the human world, the remaining Dragons withdrew into timeless slumber, never again to return. The world split once more into many tribes and kingdoms, and the great achievements of the previous age were soon forgotten.

Magic and glory had faded from the world, and of the Order of the Flame, only the legends remained.

CHARACTERS

The world of Drakan is home to a large variety of beings. Some are helpful, while others will be savage and merciless. The following are descriptions of the heroic protagonists, as well as some of creatures you will encounter. Be forewarned though, many of the local denizens will come as an unpleasant surprise...

Rynn

Rynn is a warrior who does battle with quick wits and inherent skill. She is lithe and athletic, relying on her speed and agility to maneuver her around opponents. For all that, she is yet young and impetuous. The world is new to her, but she takes it all in with the eye of a skeptic and a sharp tongue. She has much to learn about the realm of Drakan.

By chance or destiny, she becomes bound to Arokh until death. Fate often appears as a lucky break. To overcome the mighty obstacles that she now faces, she will learn the use of many exotic weapons, and even a bit of magic, if it serves her objective. But fate has given her a powerful companion, so she must also understand the ways of the Dragon Rider. In Arokh, she has found a faithful companion and a chance to overcome incredible odds. Her only hope is to rise to the challenge.



Arokh



Arokh is a living legend, an ancient dragon who served the armies of an age long dead. Centuries have passed as he slept in stony peace, at rest while the world changed and grew. But time has a way of re-kindling the need for heroes, and Arokh's rest is at an end.

He has been bound to Rynn by his very soul, and serves her well as steed and companion. His wry sense of humor and offhand commentary serves as a mask for an incredible intellect. He is deeply knowledgeable about the force that now threatens the very world.

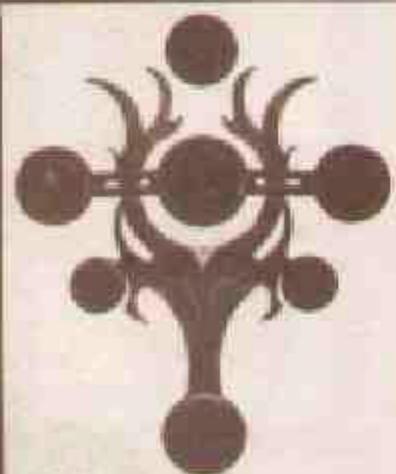
The dragon is a being of former days, when power was less diluted by those who wrangle it. When he does battle the very ground shakes. He possesses the unique ability to take on new destructive attacks from those he slays; the elemental power flows into his body upon their defeat. Every weapon at his command will be taxed as he carries Rynn into the throes of this final conflict.

Delon

Delon is Rynn's younger brother. He's as spirited as she is, and he admires her a great deal. He delights in listening to the stories of Altmar, one of the village elders and a competent scribe. Delon is dear to Rynn, and in many ways she is the only real family he has. He's brave, if a bit naive, and would do almost anything for his older sister.

The Order of the Flame

The Order is best known for its historical influence as the protector of the World of Drakan. It was founded after the collapse of the age of chaos, at which time a strangely peaceful community arose. This civilization consisted of both dragons and humans alike. Peace was made between the previously warring cultures and a new world order was put in place. The elders of both societies established a landmark government based upon representatives from both races. To uphold this law and protect the people, an elite force of



warriors soul-bound to dragons was brought into force. Their ideals were just, and their rituals ran as deep as the spirit itself. They became known as the Order of the Flame. After the great betrayer Navaros ambushed the high council and made war upon them, the last of these heroes were scattered to the wind, and now exist only as the superstitious mutterings of the elderly. The Order had been thought lost in history, until now...

Navaros

This diabolical man is a figure out of history, like Arokh. But unlike the great red dragon, he is known as a betrayer without parallel, a traitor to the world itself. Once he was a respected member of the Order of the Flame, but his true goals were self-serving. With his corrupt dragon steed, he very nearly wiped out the Order altogether. He was finally slain by the hand of the warrior Heron and his bonded mount, a younger Arokh. Navaros nearly brought the world to annihilation, and his essence is growing restless once more. For now, he lies dormant while his influence seeps into the world of evil creatures, manipulating them from the recesses of oblivion. But his plot will surely come to a head, and the consequences for all breathing beings in the realm will be catastrophic...

Atimar

The revered priest and scribe of Rynn's village. He is somewhat of a grandfather to Rynn and Delon, though he isn't officially related. He takes care of the villagers, whom he considers his responsibility in many ways. Atimar cares very much about both Rynn and Delon. He enjoys teaching Delon some of the secrets of the great wide world. Atimar is a true friend, and Rynn trusts him implicitly.

BESTIARY



Wartoks

The Wartoks are a bulky, brutal race of warriors and raiders. Physically, they are heavily set, with twisted boar-like faces and corded muscles. Their organization is tribal in nature, often with a chieftain or greater monstrosity in control. They utilize many implements of destruction, usually heavy clubs or thick blades. What the Wartoks lack in finesse they make up in savagery. They are the shock troops responsible for the raid on Rynn's village, and they spare no one who continues to move. These beasts serve as the driving backbone of the army that Rynn will face. They can perform a variety of low-level tasks between head-butting matches, general torture, and drunken feasts.

Orcs

Orcs are the minor grunts, directly related to the Wartoks, but much smaller and less bold. They're only truly dangerous in large packs. An individual Orc cannot cause a great deal of damage, and cowers easily when pressed. In general, these beasts are directly subservient to the Wartok troops, and they may act in a tighter group when led by one of the larger creatures.

Succubi

Succubi are not to be trusted. They are creatures of unparalleled beauty on the surface, but beneath the smooth skin and long-lashed eyes lies a pool of infinite deception. Beware the power of double-meanings and unreadable expressions when dealing with Succubi. Rynn is in no danger of falling prey to their seductive powers, but there are other webs that these crafty beings spin...

Elder Dragons

At times, dragons are made to serve the darker forces of Drakan, by powers even greater than themselves. Each true dragon is unique, and hence the weapons and defenses they wield will be specific to the individual. All dragons are elemental in nature, however, at least in life. Typically, they possess a powerful breath weapon and are adept at aerial combat.



Spiders

The spiders are another of Drakan's grim denizens, giant arachnids that are found in various secluded caverns. At full height, they reach easily above a human's knee, and are terrible to behold in the darkness. They often attack in large numbers and tend to descend from the darker recesses of cave ceilings on fine lines of web. They are a lesser threat when caught alone, but not to be underestimated. In all, a thoroughly vicious predator, and to be slain swiftly when encountered, or avoided.



Scavengers

Far darker than the spider packs are the Scavenger hordes. Their bloody, clammy flesh stretches across a skeleton built to kill. They move low to the ground, on all fours, but they swipe massive sharpened limbs at any unfortunate being that stumbles upon their lair. They are essentially predatory beasts, but they live up to their name in a most gruesome way. When a being dies nearby, they will scuttle toward the corpse and consume it completely. Despite their preference for carrion, even a single scavenger is a fearsome opponent due in part to the sheer terror it causes.



Crow Dragons

These winged horrors are almost better described as a perverse combination of avian and reptilian predators. They are not true dragonkin, but their similar appearance brought about the title. Their night-black hide is covered in razor-edged feathers, to the effect that any part of their body is deadly in an attack. They appear somewhere between dragon and bird to the eye, and soar about in packs to topple unwary creatures. They breathe an acidic poison in swift bursts, so be ready to dodge swiftly. They are not to be trifled with, and should be considered deadly to all but the strongest of beings.

LORE

The Runeblade

Little is known about what happened to the pieces of the fabled blade after it was broken by the Slaying of Navaros. Some scholars say that the armies of the Dark Union seized it while peasants often whisper that Heron himself took the shards to his grave. The blade and the pommel were separated by the energies of the rift, and their location is still a mystery. Whether the two pieces could be rejoined and wielded once more in battle, the gods only know.

Dragon Armor

Created from the thick scales of an ancient war-dragon, this armor is mentioned in the many heroic ballads that are sung across Drakan. It was said to imbue the wearer with unequaled resistance to damage while remaining as light as a thick coat. Whether this legendary suit of dragon-scale actually exists, none can say for sure. Many young would-be heroes have sought it on mere rumors of its location, only to die at the hands of unspeakable creatures.

The Wizard's Tower

One of the remnants of the first Age, the master of the Tower is said to keep guard over an artifact of considerable value and potency. The man himself is a sorcerer of some sort, and is rumored to be a bit eccentric. The looming keep itself is the subject of many a drunken discussion between thieves and fools. Deadly magical traps supposedly cover the halls and antechambers of the place, and while the tale of the Tower is widely known, no man has ever laid claim to having entered.



CREDITS

Surreal Software

Lead Programmer:	Stuart Denman
Lead Designer:	Alan Patmore
Lead Artist:	Mike Nichols
Lead Animator:	Mei Gwynn
Internal Production:	Nick Radovich
Programming:	Tim Ebling Armen Lewonian Shaun Leach Salish Bhatti Tomo Vykruka Greg All
Design:	Todd Cline Schmidt Duncan John Whitmore John McWilliams Isaac Barry
Art/Animation:	Hugh Jamieson Hans Piwnitzky Neron Prior Louise Smith Joe Olson Ben Olson Tom Byrne Scott Cummings Luke Anderson Ryan Potter
Sound Design:	Boyd Post Nick Radovich Pro-Motions Clatter and Dinn Ear Force
Music:	B.L.A.S.T. Tim Ebling
Manual:	Jordan Thomas Stuart Denman

Testers: Jordan Thomas, Clayton Denman, Andre Maguire, Stephan Yotz, Joseph Lindhartsen, Thomas Holley, Brooke Farnsworth, Kelly Steigman, Ryan Johnson, Jacob Rup, Jeff Rensvold, Matt Teemer, Paulette Petersen.

Special Thanks: Our wives, significant others and friends for putting up with the long hours with the "other woman" Rynn and her Dragon, Aroch. Lani Minella and Jeff McNeal as the voices of Rynn and Aroch. Michelle McVadon and Brittany Billmeyer for motion capture. Ledro for keeping us awake with the best bean in town. Pagliacci, and Mirth the wonder Chinchilla. Thanks to news guys Jacob Robinson, Carl Nelson, Colin Braumiller, Kyle Davis, Steve Silva, Steve Gibson, Billy Wilson, and sCory for keeping up the news.

Psygnosis

Development	
Producer:	Stephen Patterson
Associate Producer:	Tami Gabay
San Francisco Studio	
Head Producer:	Bert Schroeder
Technical Development Mgr:	JF Prata
Art Manager:	Carrie Calbraith
Studio Manager:	Vince Hedges
UK Test Team	
QA Manager:	Peter Samuels
Product Test Mgr:	Lee Darbyshire
Product Eval. Mgr:	Arthur Parsons
Lead Testers	Wayne Smith Alan Mawer
Testers:	Stu Williams, Mark Halsall, Alan Speed, Mark Magill, Jenny Newby, Stu Allen, John Wild, Barclay Christmas, Chad Bordwell, Tonya Oviedo, Joe Gozum
Special Thanks:	Erik Heinrich, San Francisco Art Group, San Francisco Test Group, Tom Prata, Maurice Molyneaux, Nino Consolo.
Extra thanks to Kimberly Rogers as acting producer when the road got rough.	
Marketing	
Senior Central Product Development Manager:	Rick Naylor
North American Marketing	
Public Relations Manager:	Dana Oertell
Assoc Public Relations Mgr:	Brian Kemp
Sr Product Marketing Mgr:	Doug Sherman
V.P. Marketing:	Harry Vitelli
Creative Services Director:	Bob Schonfisch
Box Illustration:	Hugh Jamieson (Surreal Software)
Box and Manual Design:	Scott Allen
Creative Services/Operations Manager:	Monique Catley
Special Thanks:	Jerry Healy, Jerome Paterno, Tracy Egan, Mark Beaumont
Extra thanks to Hugh Jamieson for killer box art.	
In memory of Cheryl Patterson.	